

THE OFFICIAL STAR WARS FACT FILE 45

INSIDE:
ANAKIN SKYWALKER



IMPERIAL
TURBOLASERS



DETAILED FOLD-OUT PLANS
CORUSCANT FREIGHTER

DeAGOSTINI

LUCAS
Books



THE OFFICIAL STAR WARS FACT FILE

45

BATTLES & EVENTS



VOTE FOR AN ARMY OF THE REPUBLIC

ARM 1-4

How the separatists forced the Republic into a new militarism.

CHARACTERS



ANAKIN SKYWALKER

ANA 5-8

The ex-slave embarks on the long road to becoming a Jedi.

BARRISS OFFEE

OFF 1-2

The Jedi Padawan who came into her own in the lead-up to the Clone Wars.

GENERAL MAXIMILIAN VEERS

VEE 3-4

The high-flying Imperial officer who commanded the assault on Hoth.

PLANETS & LOCATIONS



KAMINO - LAMA SU'S OFFICE

KAM 5-6

The Kaminoan Prime Minister's office from where the clone facility was directed.

DROIDS



MILITARY DROIDS

MIL 9-12

The Krath and Basilisk war droids that fought the Jedi in the Sith Wars.

WEAPONS & TECHNOLOGY



TURBOLASERS

TUR 1-2

The devastating weapons that were found on the Death Star.

VEHICLES



CORUSCANT FREIGHTER

FRE 1-2

The AA-9 starfreighter that took Padmé Amidala from Coruscant to Naboo.

HOW TO CONTINUE YOUR COLLECTION

UK & REPUBLIC OF IRELAND

(Payment in £ Sterling or € Euros in Republic of Ireland)

Customer Services If you have any queries about *The Official Star Wars Fact File*, please telephone 08707 299 399, or fax 08706 060 447 (24 hours, 7 days a week).

Subscriptions You can arrange to have your issues sent direct to your door at no extra cost (UK only; €2.00 p&p for Republic of Ireland). For details, telephone 08707 299 399, or fax 08706 060 447 (24 hours, 7 days a week). Credit/debit card orders accepted.

Back Issues These can be ordered from your newsagent. Alternatively, telephone 08707 299 399, or fax 08706 060 447 (24 hours, 7 days a week), or write to: *The Official Star Wars Fact File*, Back Issues Department, De Agostini UK Ltd, PO Box 600, Hastings TN35 4TJ. Credit/debit card orders accepted. When ordering, please enclose:

1. Your name, address and postcode;
2. The issue number(s) and number of copies required;
3. Payment of the cover price plus 50p/€1.00 per copy p&p.

Please make cheques payable to: De Agostini UK Ltd.

Binders Please telephone 08707 299 399, or fax 08706 060 447 (24 hours, 7 days a week).

AUSTRALIA

Subscriptions Telephone (03) 9872 4000, or write to: *The Official Star Wars Fact File*, Bissett Magazine Service, PO Box 460, Eastern MC, VIC 3110. E-mail: bissett@bissettmags.com.au

Back Issues These can be ordered from your newsagent. Alternatively, telephone (03) 9872 4000, or write to: *The Official Star Wars Fact File*, Back Issues Department, PO Box 460, Eastern MC, VIC 3110. Please enclose payment of the cover price plus \$1.65 inc. GST per issue p&h. Back issues subject to availability.

Binders (for newsagent customers) Please telephone (03) 9872 4000.

NEW ZEALAND

Subscriptions Telephone (09) 308 2871, fax (09) 302 7661, or write to: *The Official Star Wars Fact File*, Private Bag 47-906 Ponsonby, Auckland. E-mail: netlink@ndcnz.co.nz

Back Issues These can be ordered from your newsagent. Alternatively, telephone (09) 308 2871, or write to: *The Official Star Wars Fact File*, Back Issues Department, Netlink Distribution Co, Private Bag 47-906, Ponsonby, Auckland. Please enclose payment of the cover price plus \$1.50 per issue p&h. **Binders** Please telephone (09) 308 2871.

SOUTH AFRICA

Subscriptions Telephone (011) 265 4304, fax (011) 314 2984, or write to: *The Official Star Wars Fact File*, Jacklin Enterprises, PO Box 11, Centurion 0046. E-mail (orders): subscribe@jacklin.co.za

E-mail (customer services): service@jacklin.co.za
Back Issues These can be ordered from your newsagent. Alternatively, telephone (086) 010 1301, or write to: *The Official Star Wars Fact File*, Back Issues Department, Republican News Agency, PO Box 101, Maraisburg, Gauteng 1700. Please enclose payment of the cover price plus 2 Rand per issue p&h. Back issues subject to availability. **Binders** Please telephone (011) 265 4304.

MALTA

Back Issues These can be ordered from your newsagent.

All orders are subject to availability.

Visit the De Agostini Web site at: www.deagostini.co.uk
Visit www.starwars.com

The Official Star Wars Fact File is © 2002 Lucasfilm Ltd &™. All Rights Reserved. Used Under Authorization. Translation copyright © 2002 Lucasfilm Ltd. Published by De Agostini UK Ltd, Griffin House, 161 Hammersmith Road, London W6 8SD

ISBN 0 7489 7708 2

N45 02 11 07

Printed in Italy

Editorial Director: Kenneth Clements

Managing Editor, De Agostini: Ally Bryce

Editorial Staff: Harry Boteler, Philippa Dawson and Michael Johnstone

Production Controller: Mark Sanders-Barwick

Managing Editor: Andrew Kemp

Editor: Marcus Hearn

Senior Designer: James King

Designers: Peter Byrne and Laurence Butler

Picture Researchers: Sophie Mortimer and Nic Dean

Project Editor: Stephen Fall

Sub Editors: Nigel Gosden and Matthew Harvey

Writers: Andrew Darling, Chris Gardner, Rich Handley, Iain Lowson and Jim Swallow

Original Illustration (FRE 2): Paul Williams

Editorial & Design: Warrender Grant Publications Ltd, 13 Charlotte Mews, London W1T 4EJ

Lucasfilm Publishing Director: Lucy Autrey Wilson

Lucasfilm Editor: Chris Cerasi

Lucasfilm Art Editor: Iain Morris

All photographs and illustrations: © Lucasfilm Ltd and™

Extra images (ANA 6, MIL 9-12): Courtesy of Dark Horse Comics

Extra images (FC inset, TUR 1): Courtesy of Decipher Inc.

BLASTING ITS WAY INTO ISSUE 46...

THE RESCUE OF PRINCESS LEIA

How Han, Luke, Chewie and the droids saved Leia from her cell on board the Death Star.

COUNT DOKU

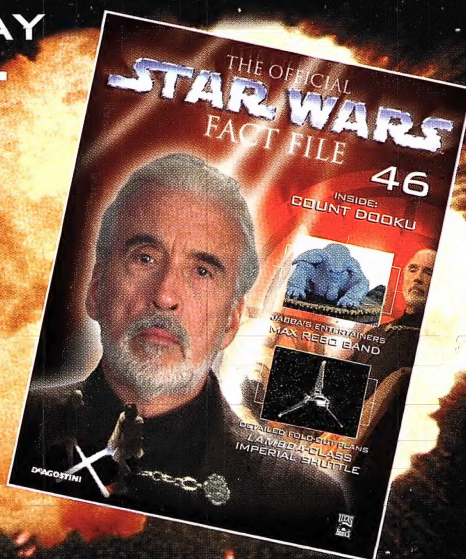
The one-time Jedi Master who led the separatist movement.

QUEEN JAMILLIA

The Naboo ruler who came to power after the reign of Padmé Amidala.

BOBA FETT

How the bounty hunter escaped almost certain death in the mouth of the Sarlacc.



MAX REBO BAND

Jabba the Hutt's in-house band.

DAGOBAH - YODA'S HUT

The Jedi Master's humble hut on the swamp-ridden planet.

PODRACE CAM DROID

The tiny flying droids that filmed the action at top Podraces.

HOLOCRON

The tiny cube-shaped information stores used by the ancient Jedi.

LAMBDA-CLASS SHUTTLE

The Imperial shuttle used by the Rebels to reach the surface of Endor.



THIS IS A DEMOCRATIC UNION, AND WE WILL TURN TO THE WILL OF THE PEOPLE TO DECIDE THIS MOST CONTENTIOUS ISSUE'

22 BBY ARM 1

THE REPUBLIC STUMBLES

THE EDGES OF THE REPUBLIC HAD BEEN FRAYING

FOR DECADES, BUT THE RISE OF THE SECESSIONIST

MOVEMENT MARKED THE BEGINNING OF THE END

THE violence that secession from the Republic often brought to the departing systems and outlying regions prompted the call for the creation of a standing army for the Republic. This contentious issue was to divide still further an already fragmented Senate, and there would be two years of delays and arguments before a date would finally be set for a vote. By the time that date was set by Supreme Chancellor Palpatine, there were already very many empty places in the ranks of the Galactic Senate.

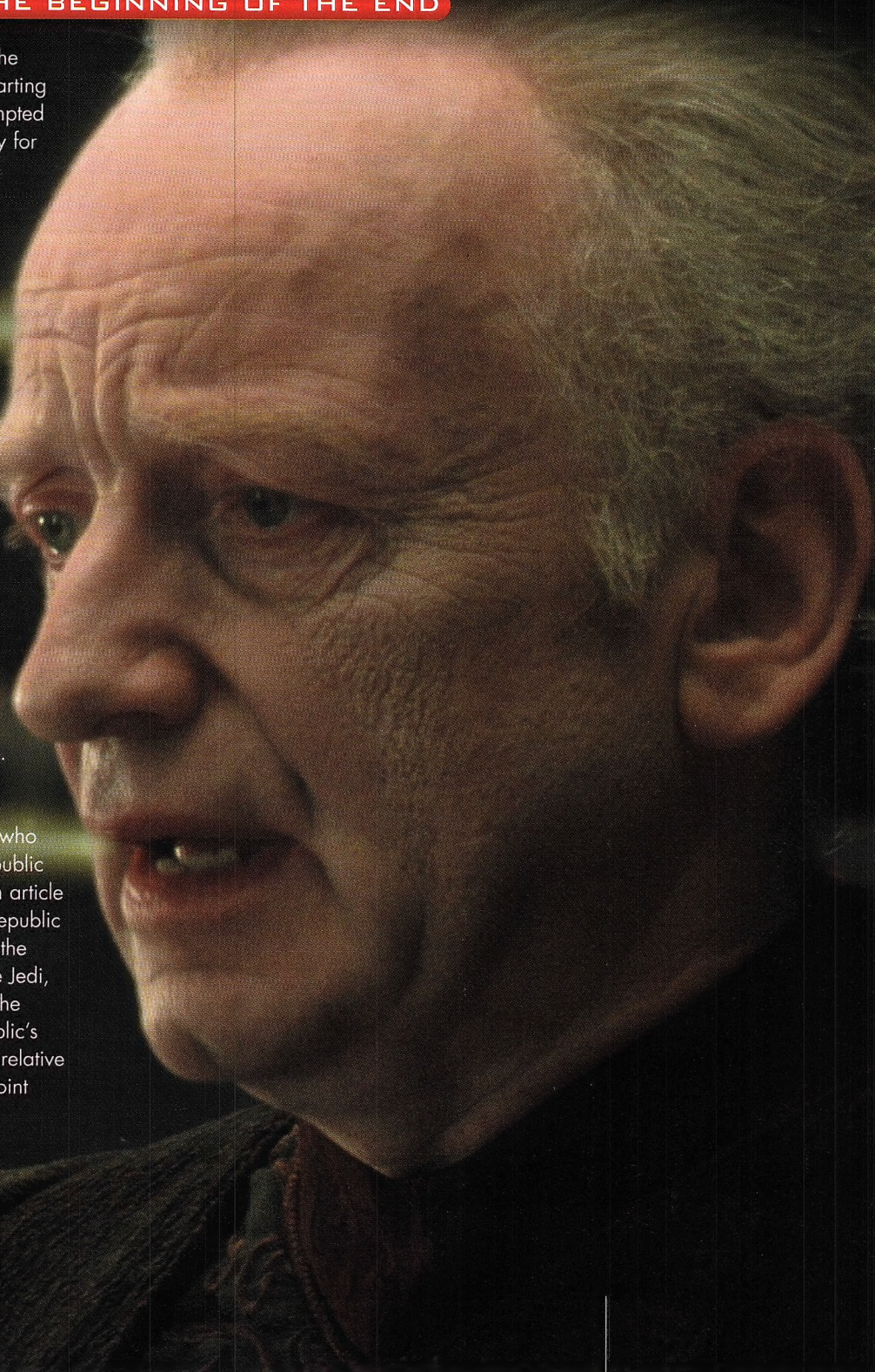
There were many arguments for and against the proposed Military Creation Act, and the supporters of each side came from some remarkable areas of the Senate. Both Senator Padmé Amidala and Supreme Chancellor Palpatine opposed the act – the former openly, the latter quietly. Those who supported the creation of an army threw back at them the fact that they both came from Naboo, a planet that had made use of the Gungans' standing army to end the Trade Federation invasion.

LESSONS FROM HISTORY

History seemed to be on the side of those who favoured the Military Creation Act. As Republic Judicial Terrinald Screed pointed out, in an article for HoloNet News, a strong and unified Republic navy and army had successfully protected the Republic during all of its darkest times. The Jedi, so beleaguered and overstretched during the secession crises, traditionally led the Republic's forces into battle. In the thousand years of relative peace, technology had advanced to the point that many weapons of war possessed destructive capabilities far in excess of even a Jedi Master's skill.

YI AM MILD BY NATURE:

Although he was happy for Senator Amidala to be the face of the 'No' campaign, Palpatine let it be known that he was against the creation of an army for the Republic.





< A WE MUST CONFRONT THESE REBELS NOW: In the Senate, Supreme Chancellor Palpatine faced increasingly urgent calls for the creation of an army with which to protect the Republic from the separatist systems. Many Senators considered that an armed force was now essential to the survival of the Republic.

THE ARGUMENT

Putting the alternative view, Eeshrin O'Hyne, a Caamasi Senator, threw justifiable doubts on the motivation of the most vocal supporters of the Military Creation Act. Senator O'Hyne was not the first to point out that the pro-military supporters often had a vested financial interest in the creation of such a force. Training, equipping and maintaining an army would involve huge expenditure by the central government.

LOCAL INTERESTS

The Caridan government threw the full weight of its support, and over two billion credits, behind the 'Yes' campaign. As Senator Amidala herself pointed out, Carida was the location of the Caridan Military Academy, former training ground of the Republic armies

of the past. Republic Judicial Screed was himself a graduate of an Academy and Carida was a world that stood to profit hugely from the training of a new Republic army.

Senator O'Hyne, in his reply to Screed's arguments, pointed out that democratic diplomatic solutions had not failed. Rather, the implementation of those solutions had failed. The Naboo conflict was a perfect example – the inability of the Senate to present a united and just front and to act with appropriate speed was what had resulted in Amidala having to lead the resistance that brought freedom to her people. There were many hundreds, if not thousands, of similar examples, and not all had such happy endings.

THE SENATE DISSOLVES

Unfortunately, pointless debate and endless bickering drowned out the successes of missions such as the Jedi intervention in the Ansion dispute. While the Senate moved painfully closer and closer to the actual vote, factionalism within the Senate and the continuing secession of more and more systems threatened to render such a vote a pointless exercise.

'BY THE TIME WE DETERMINE WHICH SECTOR AND PLANETARY FORCES WILL CONTRIBUTE TO THE MILITARY, THERE MAY NOT BE ANY SYSTEMS LEFT'

22 BBY ARM3



A SHOW OF UNITY

AS THE SENATE AND THE REPUBLIC THREATENED TO FALL APART, SUPREME CHANCELLOR PALPATINE DID WHAT LITTLE HE COULD TO SHORE UP THE CRUMBLING EDIFICE THAT WAS THE GALACTIC REPUBLIC

LACKING the financial backing of which there was no shortage for those in favour of the creation of a Republican army, the opponents of such a move did their best to promote their cause. Senator Padmé Amidala of Naboo became the public face of the 'No' campaign, and toured the galaxy giving talks and interviews wherever her voice could be heard.

The Senator's arguments were simple. If the separatists were met with an army, then they would respond in kind. No standing army would go unused. Its very creation would bring about a situation where it would have to be used.

While the debates raged, something took place on Chandrila that was to foreshadow future events in the Senate. The employees of Chandrila's Public Safety Commission staged an unprecedented one-day walk-out in protest against the Military Creation Act. Their motive was concern over handing their planet's protection to any Republic army.

Those campaigning against the Military Creation Act suffered a grievous blow when Senator Garm Bel Iblis took that argument as a reason for the withdrawal of Corellia's representatives from the Senate. Furthermore, the Corellian system closed its borders to all non-Corellians. The ruler of Corellia stated that the members of CorSec, the Corellian security services, would not be drafted, and no foreign army would be tolerated on Corellia.

While this was not secession, as Senator Bel Iblis was keen to stress, the result was uproar in the Senate and a serious blow to the campaign against the Military Creation Act.

LOYALTY FIRST

Not long after the Corellian seats in the Senate were vacated, Palpatine formed the Loyalist Committee. This comprised representatives from both sides of the debate who were united by their stated love for the Republic and a desire to see it rise above the troubles of the time.

Hailed as one of Palpatine's few proactive decisions, the Loyalist Committee was never able to show its potential in any negotiations, as the separatist movement led by Count Dooku steadfastly refused even to reply to invitations to talks.



A PEACEMAKER:

Senator Padmé Amidala was prominent among those who opposed the creation of an army of the Republic. She argued that the mere existence of such an army would only serve to inflame tensions further and create the conditions for war.



As the day of the vote on the Military Creation Act drew ever closer, crowds of demonstrators both for and against congregated around the Senate building, with frequent clashes resulting. All the while, more systems were seceding.

Returning from Chommel Minor, having concluded her series of speeches around the galaxy to rally support against the Military Creation Act, Senator Amidala was on board her Naboo Royal Cruiser – a gift from Queen Jamillia and the people of

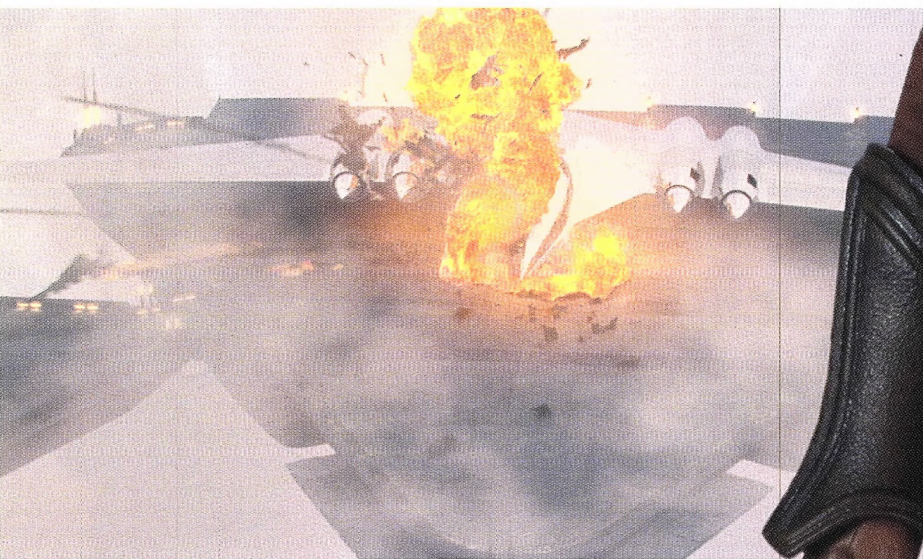
Naboo on Padmé's assumption of Senatorial duties.

The gleaming vessel, flanked by several Naboo fighter craft, followed standard procedure on its final approach to Coruscant, staying out of the busy regular flow of traffic until it landed on a platform not too far from the Senate.

Suddenly, a billowing explosion ripped the cruiser apart, throwing flaming debris everywhere, destroying a fighter and sending it tumbling downwards to crash into the abyss below.



A > WE MADE IT: The Naboo fleet seemed to have reached safety when it touched down on Coruscant. Seconds later, the disguised Amidala witnessed the killing of seven of her party, including her decoy, Cordé.



A YOU DID YOUR DUTY: Senator Amidala and her escorts knew that coming to Coruscant was dangerous. However, it was vital that Amidala, who had become the anti-military movement's most eloquent spokesperson, should attend the deciding vote in the Senate.



THIS IS PODRACING!

JEDI PADAWAN

AFTER LEAVING TATOOINE, ANAKIN SKYWALKER
WOULD NEVER BE ABLE TO VIEW HIS UNIVERSE
IN THE SAME WAY AGAIN

DESPITE the Jedi Council's opposition, Qui-Gon Jinn had insisted that he would take Anakin Skywalker on as his apprentice. Consequently, Anakin was invited to join Qui-Gon, together with Queen Amidala's party, in their journey back to Naboo and their mission to confront the occupying forces of the Trade Federation.

Intriguingly, just as Qui-Gon had a somewhat relaxed attitude to the instructions of the Jedi Council, Anakin was also willing to interpret directions quite liberally. Upon their arrival in Theed, Anakin was told to hide in a starfighter. As far as he was concerned, this didn't preclude him from taking the ship into battle against Trade Federation forces. After all, it wasn't as if he'd got out of the cockpit.

Looking back on these events, it is perhaps fortunate that Qui-Gon never became Anakin's Jedi Master. The best Master and Apprentice pairings are complementary, and these two individuals were possibly too similar to work well together.

A WISH FULFILLED

Following the Battle of Naboo, the High Council began to reconsider Anakin's suitability for Jedi training. In addition, after being struck down by the Sith Lord Darth Maul, Qui-Gon had asked Obi-Wan to take Anakin as his apprentice, and Obi-Wan was determined to fulfil his Master's dying wish.

Eventually, the High Council amended its earlier decision. In the Turret Room of Theed's Royal Palace, Jedi Master Yoda told Obi-Wan about the Council's ruling, but he also stressed his own unhappiness with it. In his opinion, training the young Anakin could prove to be extremely dangerous.

Whatever the rights and wrongs of the decision, before his training could begin, Anakin needed to say a number of goodbyes. The first was to Qui-Gon Jinn, whose death was providing a harsh

YA BORN REBEL: Accepted as Qui-Gon Jinn's Padawan, despite the misgivings of the Jedi Council, Anakin travelled to Naboo, where, against his Master's instructions, he piloted a starfighter into battle.



lesson in the fragility of life. Anakin's second goodbye was to Queen Amidala. Somehow, however, Anakin knew he would be seeing her again.

In the twilight days of the Old Republic it was highly unusual for a child as old as nine to be taken on as a Jedi Padawan, and it was even more unusual to find Jedi apprentices who knew or remembered their mothers. Anakin Skywalker was, as in so many other things, the exception to these rules, and, as a result, Obi-Wan knew that he had his work cut out.

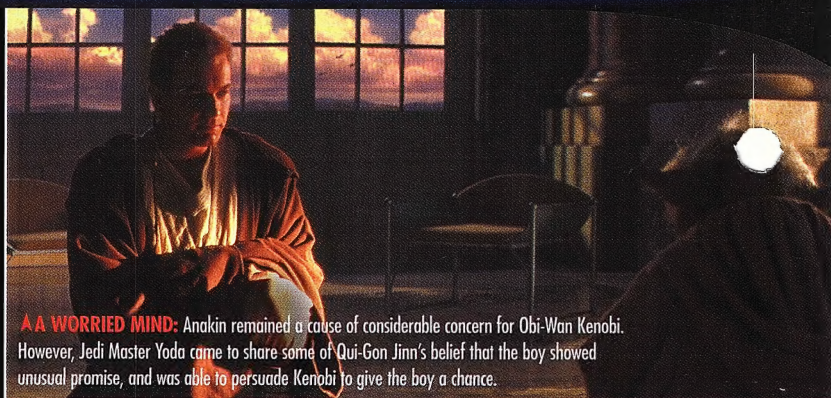
A NEW BEGINNING

Anakin's first few months at the Jedi Temple on Coruscant were full of activity and excitement. Most of his time was consumed by his Jedi studies, but he also took every opportunity to explore the Temple and make new friends. In particular, he formed a close bond with a Jedi Apprentice called A'Sharad – a half-Tusken Raider from Tatooine, who shared Anakin's own homesickness.

Despite his initial excitement, over time Anakin began to feel confined by the Temple and his studies. Gradually, he returned to his former hobbies, repairing old droids, and littering the corridors of the Temple with them. He also took to playing practical jokes on Obi-Wan, at one time dressing up a decrepit protocol droid in Jedi robes and setting it to wander outside his Master's quarters.

More worryingly, Anakin began to take an interest in Coruscant's illegal sports. Soon, much of Obi-Wan's energy was being spent frustrating Anakin's attempts to participate in these pursuits. Then, after an incident in which Obi-Wan was forced to save Anakin's life, the young apprentice was taken in front of the High Council.

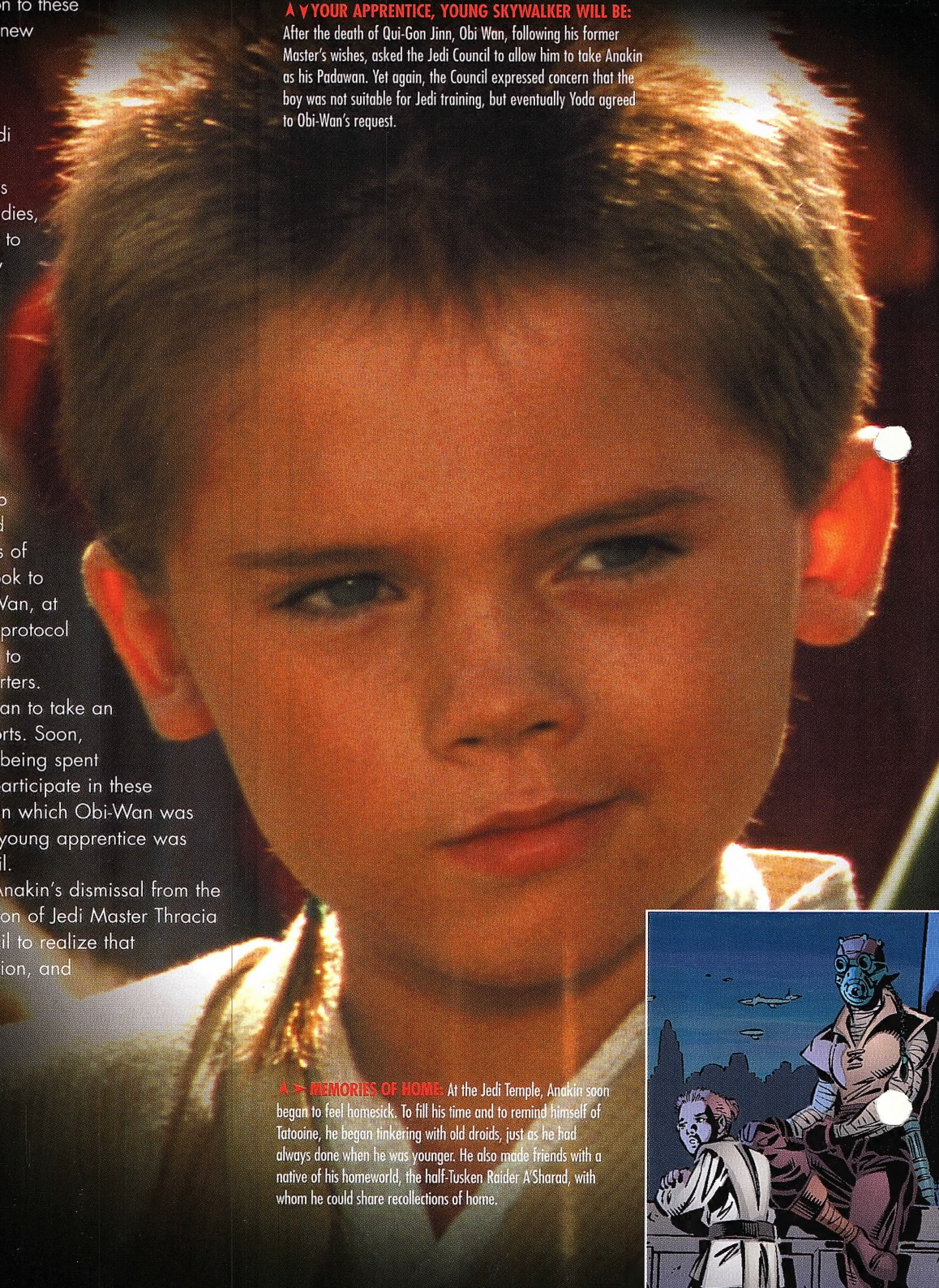
This encounter almost led to Anakin's dismissal from the Temple. It was only the intervention of Jedi Master Thracia Cho Leem that helped the Council to realize that what Anakin needed was a mission, and Thracia thought she had just the one to send him on.



A A WORRIED MIND: Anakin remained a cause of considerable concern for Obi-Wan Kenobi. However, Jedi Master Yoda came to share some of Qui-Gon Jinn's belief that the boy showed unusual promise, and was able to persuade Kenobi to give the boy a chance.

A Y YOUR APPRENTICE, YOUNG SKYWALKER WILL BE:

After the death of Qui-Gon Jinn, Obi-Wan, following his former Master's wishes, asked the Jedi Council to allow him to take Anakin as his Padawan. Yet again, the Council expressed concern that the boy was not suitable for Jedi training, but eventually Yoda agreed to Obi-Wan's request.



A > MEMORIES OF HOME: At the Jedi Temple, Anakin soon began to feel homesick. To fill his time and to remind himself of Tatooine, he began tinkering with old droids, just as he had always done when he was younger. He also made friends with a native of his homeworld, the half-Tusken Raider A'Sharad, with whom he could share recollections of home.

"ANY FRIEND OF ANAKIN SKYWALKER IS A FRIEND OF MINE"

30 BBY ANA7

ANAKIN'S FIRST MISSION

ANAKIN SKYWALKER NEEDED THE CHANCE TO MATURE AND LEARN
AWAY FROM THE JEDI TEMPLE, BUT THE MISSION TO ZONAMA
SEKOT THREATENED TO PUSH HIS GROWTH TOO FAST

THE Gardaji Rift, within the Tingel Arm, was far outside the Old Republic. Nevertheless, in recent years the Jedi had heard reports about a world whose inhabitants were building starships capable of zero-point-four and other previously unheard-of speeds.

The planet in question was called Zonama Sekot. Just two years after the Battle of Naboo, a young Jedi called Vergere had been sent there to investigate. Some time later she had sent a garbled message back to Coruscant, and then disappeared. Obi-Wan Kenobi and Anakin Skywalker were asked to find out what had happened.

As part of the pair's investigation, Obi-Wan decided they should attempt to purchase one of the ships that they had heard about. Soon they learnt that these vehicles weren't so much built as grown – from spherical, head-sized seed-partners. What was more, these organisms weren't randomly selected. They themselves chose the person wanting to build the starship.

Generally, individuals would only be selected by three seeds, but when Anakin entered the selection chamber, no less than twelve seed-partners attached themselves to him. Somehow they seemed to have a strong affinity with Anakin's power in the Force.

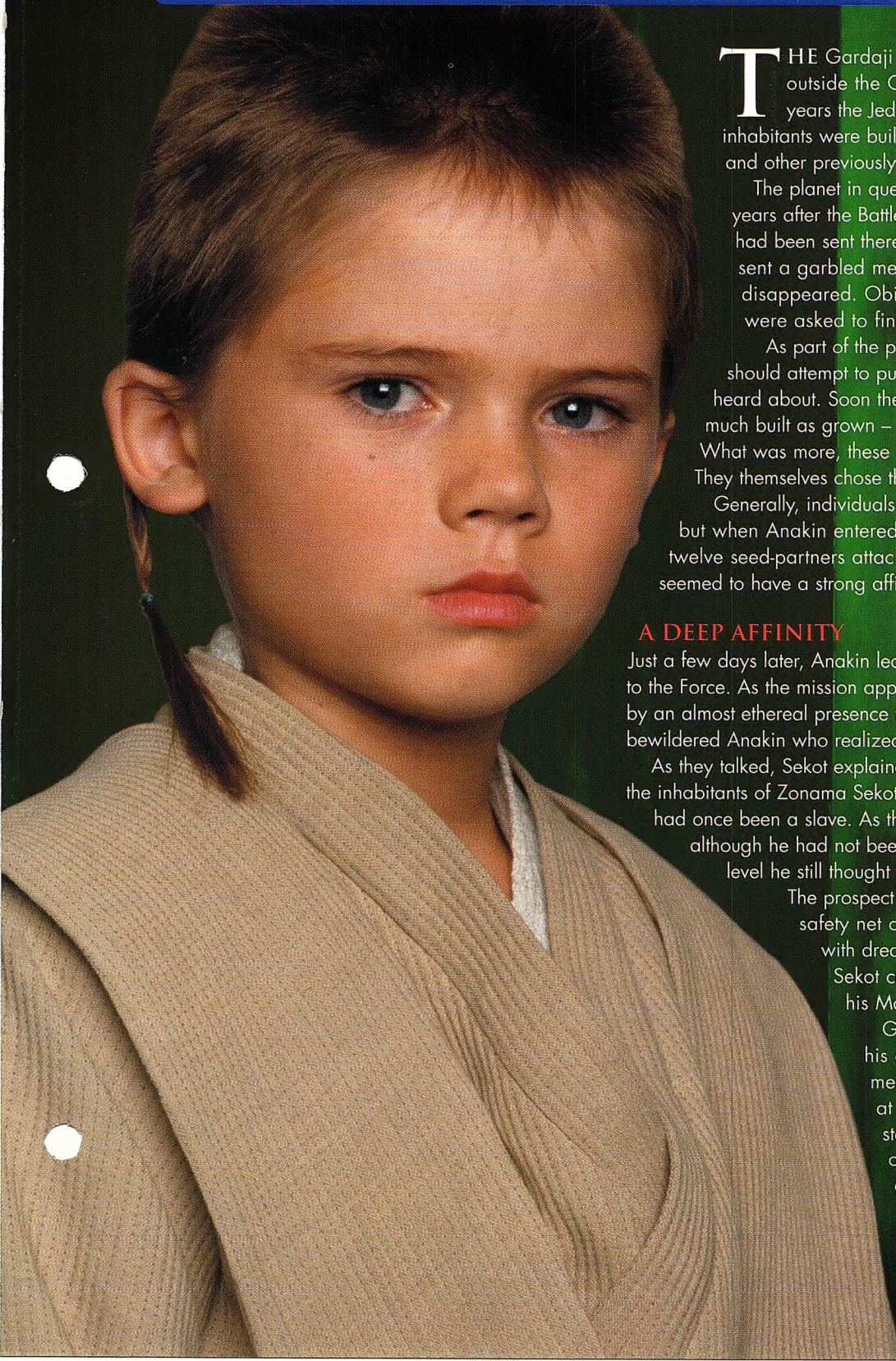
A DEEP AFFINITY

Just a few days later, Anakin learnt that this affinity was not only related to the Force. As the mission approached its climax, he was contacted by an almost ethereal presence that introduced itself as Sekot. It was a bewildered Anakin who realized the planet itself was a sentient entity.

As they talked, Sekot explained that it felt closest to Anakin because the inhabitants of Zonama Sekot treated it like a servant, just as Anakin had once been a slave. As these words sank in, Anakin realized that, although he had not been a slave for over three years, on some level he still thought of himself as such.

The prospect of looking after Anakin, away from the safety net of the Jedi Temple, had filled Obi-Wan with dread. However, as the mission on Zonama Sekot continued, Anakin inadvertently helped his Master to learn new things about himself.

Gradually, Obi-Wan began to remember his own childhood interest in all things mechanical, and what he had been like at Anakin's age. What was more, he started to appreciate not only the extent of Anakin's Force abilities, but also the desperate insecurities that underlay them – Anakin's fear that he would never





ANAS 30 BBY

become a full Jedi and his terror of looking inside his own soul.

Perhaps the most important lesson that Anakin taught his Master was that, after Qui-Gon's death on Naboo, Obi-Wan had lost his faith in the Force and had hidden himself away in the Temple, protecting himself in a steady, daily routine. In so doing, Kenobi had closed himself off from the presence of his old Master.

ALIEN PLANS

As their mission on the planet developed, Obi-Wan and Anakin realized that they were getting caught up in the ambitious plans of alien forces, determined to capture one of the Sekotan starships.

These plans led to Anakin's capture by an alien Blood Carver, and, as his abduction proceeded, Anakin became increasingly angry and infuriated. Eventually, unable to stop himself any longer, Anakin gave vent to his fury and killed the Blood Carver with the lethal energies of his anger.

Although deeply distressed by this loss of control, Anakin fought on, rescuing Obi-Wan and fleeing from the planet in a recently grown ship. Sadly, the vessel did not escape unscathed. It managed to fly them to a secret Jedi outpost, but then it began to die. Having developed a tight emotional bond with the vessel, Anakin was profoundly affected by its slow deterioration.

The mission had not been an easy one and he had been forced to learn a very difficult truth –

➤ **LEARNING CURVE:** Anakin's Jedi apprenticeship, under the tutelage of Obi-Wan Kenobi, first took him to Zonama Sekot, a planet in the far reaches of the galaxy, where it was rumoured that incredibly fast starships were being designed and built.

self-discipline is not enough to control the dark side, it is also important to gain self-knowledge. But that was the journey that Anakin feared most of all.

In the years that followed, Anakin and Obi-Wan would experience many more adventures, and each would learn much from the other. But for all that he shared with his Master, Anakin's deep insecurities would never be entirely assuaged and, as he reached adulthood, they would return to haunt him once more.



'A FINE STUDENT, BARRISS. THE FORCE FLOWS STRONGLY WITHIN HER.'

22 BBY OFF 1

BARRISS OFFEE

ALTHOUGH STILL A YOUNG PADAWAN,
BARRISS OFFEE SHOWED THE POTENTIAL
TO BECOME A GREAT JEDI IN THE
WEEKS LEADING UP TO THE FIRST
BATTLE IN THE CLONE WARS

A native of Mirial, Barriss Offee was a hard-working and committed Jedi apprentice who won the respect of many of her fellow Padawans. Alongside her Master – the well-respected Luminara Unduli – Barriss was involved in a number of missions across the galaxy. These included an assignment to Ansion, where she worked with Obi-Wan Kenobi and his apprentice Anakin Skywalker.

By the time of the Ansion mission, Barriss had been working with her Master for several years and had developed her cool and reserved manner – key assets of any Jedi. Despite this, Barriss was also somewhat impulsive, having a tendency to act first and deal with the consequences later. As a result, she was frequently impatient with the diplomatic nature of the Ansion mission.

LIGHTSABRE DIPLOMACY

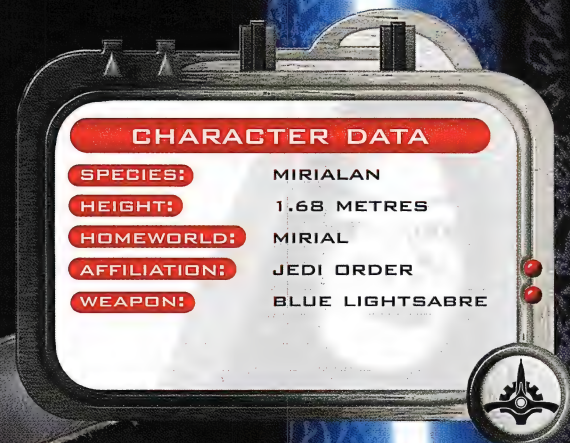
This irritation was borne out in Barriss's desire to settle the whole dispute with a lightsabre, rather than through reasoned argument. It also meant that she only began to understand the importance of the mission several days after arriving on the planet, and after she and her Master had almost been killed by a gang of assassins.

It was Barriss's impulsiveness that resulted in a couple of street thugs kidnapping her while she was browsing through a shop in the Ansion city of Cuipernam. Tricking her into looking after the shop's owner, whom they had caused to faint, the thugs proceeded to drug Barriss and carry her out of the building in a large bag.

After regaining consciousness, Barriss gradually realized that the two thugs – clanless nomads called Bulgan and Kyakhta – were actually suffering from considerable mental pain, and this was why she had been unable to foresee their actions. Using her Jedi healing skills, Barriss was able to cure the two of them and thereby gain their loyalty and her freedom.

LOYAL STUDENT

Over the years, Barriss had developed a fierce devotion to her Master. Although Luminara could occasionally be somewhat over-protective, Barriss had grown to love her very deeply. Sometimes, this devotion could be exhibited in a kind of naïve pride



– ‘Master Luminara always fulfils her promises’, she once informed Obi-Wan. Most people recognized this pride for what it was – youthful enthusiasm resulting from a lack of experience.

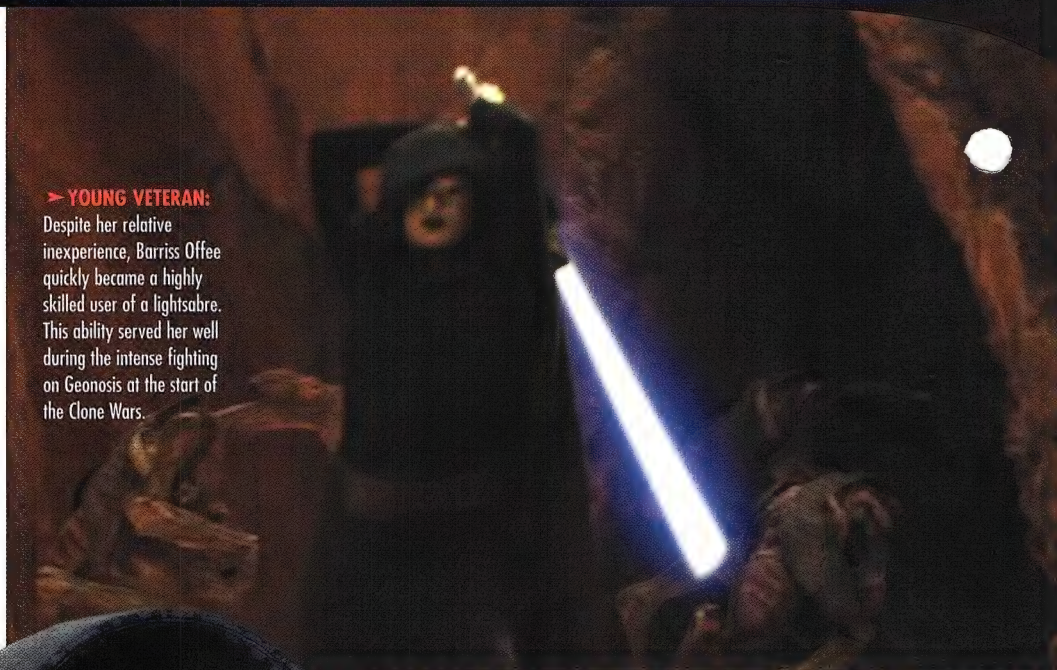
Much of Barriss’s reserve had been learned from watching her Master, and these observations also helped her to develop something else – gracefulness. During her time on Ansion, Barriss was asked to perform for a nomadic tribe called the Yiwa. She agreed, executing an elegant dance, in which she used her lightsabre to create arcs of light around her body.

MUTUAL RESPECT

Prior to the Ansion mission, Barriss hardly knew Anakin Skywalker. They had occasionally trained together but had never really spoken. Following their initial encounter on Ansion, Barriss decided that she liked the young Jedi, although she was taken aback by his brashness and

> YOUNG VETERAN:

Despite her relative inexperience, Barriss Offee quickly became a highly skilled user of a lightsabre. This ability served her well during the intense fighting on Geonosis at the start of the Clone Wars.



arrogance. She responded to his greetings with a quiet reserve – often replying to his questions with oblique statements.

It took some time for this reticence to dissolve. After her abduction and other incidents she began to mellow and her regard for him increased.

At first this respect was grudging – she did not feel it was necessary for him to rescue her from a shoal of gairk, for example – but gradually, her admiration became genuine. Anakin was one of those very rare things – a complex Jedi, both childish and old beyond his years.

After returning from Ansion, Barriss had little time to rest. She was one of a team of roughly 200 Jedi sent to Geonosis to fight the separatist droid army.

Many Jedi fell that day, but Barriss and her Master were not among them.

A > MIRIALAN HERO:

Barriss Offee wore distinctive tattoos all over her body, including on her face and hands. These were traditional markings of the Mirialan people.



"WE MIGHT ATTAIN THIS PLANET WITH A SHOW OF FORCE AND BY SPILLING A LITTLE CULROON BLOOD, BUT NOT WITH A HOLLOW CEREMONY."

3 ABY VEE3

HERO OF HOTH

THE IMPERIAL TAKEOVER OF THE PLANET CULROON III

RESULTED IN A SWIFT PROMOTION FOR

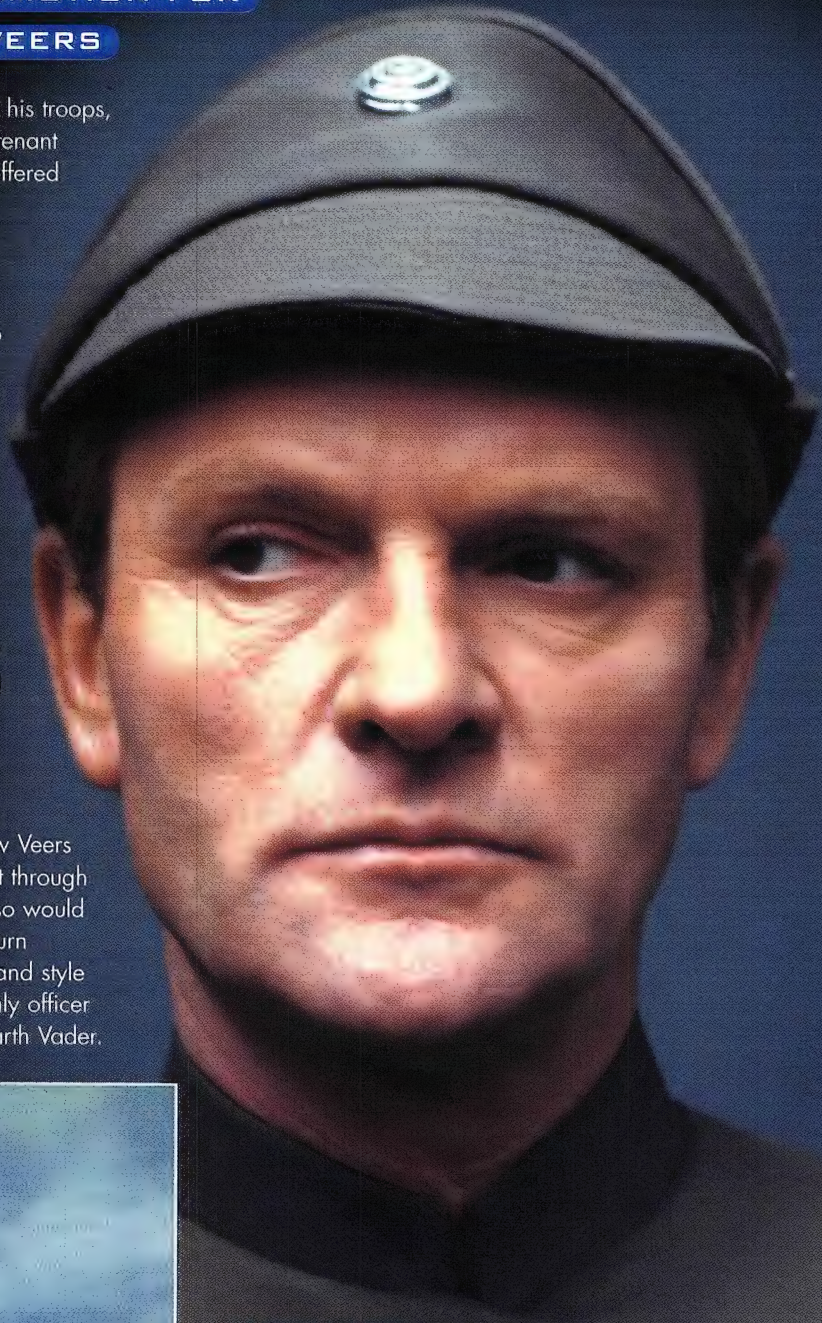
LIEUTENANT MAXIMILIAN VEERS

THE arrival of the AT-AT routed Kloff and his troops, saving Irvv and Commander Grath. Lieutenant Veers, arrogant and confident as ever, offered General Irvv a chance to apologize. Irvv was promising Veers a court martial for disobeying orders when Grath shot the general in the back. Stepping over the body, Grath asked if 'Major' Veers would escort the surviving stormtroopers to the garrison. Veers had just been promoted.

Veers was posted to Corellia and came to the attention of Grand Admiral Thrawn, who personally recommended him to Darth Vader. This helped Veers quickly climb up the chain of command. He was a colonel at the Battle of Yavin – one of the few Imperials to escape the Death Star. He was subsequently captured on Zaloria, before being rescued by Lord Vader himself. Promoted to general, Veers was posted to Vader's Death Squadron in time to command the ground assault on Echo Base Hoth.

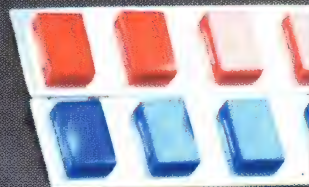
DEADLY DUO

The Sith Lord and his new general had a unique appreciation of each other's abilities. Vader knew Veers was utterly uninterested in personal advancement through the politics that crippled the Imperial court, and so would remain completely loyal to the Empire. Veers in turn understood Vader's powerful abilities and command style and appreciated both. General Veers was the only officer in the Death Squadron who was not afraid of Darth Vader.



A GENIUS FOR WAR:

Maximilian Veers was nowhere more at home than in the command cockpit of an Imperial AT-AT walker. He had helped to modify the war machines to make them one of the Empire's most terrifying weapons.





GENERAL MAXIMILIAN VEERS

VEE4 3 ABY



▶ INTO BATTLE: General Veers was not an armchair commander. At the Battle of Hoth, he led his troops from the front, in the cockpit of the lead AT-AT walker. His coolness under fire was an inspiration to all who served under him.

▶ TARGET. MAXIMUM FIREPOWER: General Veers used his AT-AT's rangefinder himself to line up the Rebel base's power generators. Their destruction marked the end of the Rebel defence — the battle had now become a rout.

IMPERIAL HERO

The success of the Hoth campaign propelled Veers into the public eye as never before. The Imperial publicity machine saw the general as the ideal 'poster boy'. A widower with a young son who seemed destined to follow in his father's footsteps, Veers was lauded as the quintessential Imperial, and held up as an example to all.

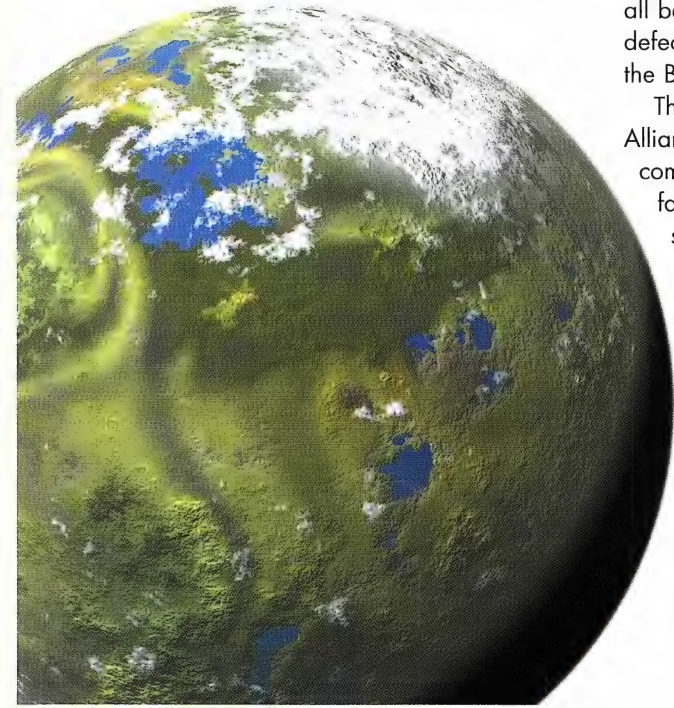
The death of Maximilian's wife had left Veers, a stern disciplinarian, to bring up his son Zevulon on his own. The boy soon began to question all things Imperial, something that grew all through his years in the Academy and beyond. Finally, it



all became too much for Zevulon, and he defected to the Rebellion shortly before the Battle of Endor.

This was a double victory for the Alliance. Not only did they gain a talented commander in Zev, but the loss of face his father suffered shattered his career. He seemed to vanish overnight. After Endor, General Veers stayed with the faction loyal to the Emperor, and was last heard of at the Battle of Balmorra, where he served as a ground forces commander for the resurrected Emperor Palpatine.

◀ LAST STAND: Veers was last sighted in action on the factory world of Balmorra — a planet of key importance to the New Republic.



'THE KRATH PLANNED THIS ATTACK'

3997 BBY MIL9



KRATH WAR DROID

SCORES OF JEDI FELL TO KRATH WAR DROIDS

WHEN THEY ATTACKED DURING A JEDI

MEETING ON DENEBA

THE droids were built by the Krath, a secret society founded by the corrupt young nobles of the Empress Teta star system. The Krath had been dabbling in dark-side magic and the secrets of the Sith, subjugating all seven worlds of the Empress Teta system before the Jedi intervened at the Battle of Koros Major. The sinister humanoid war droids were difficult to target, as they ran hunched down like animals and could achieve great speeds on their powerful legs.

DEADLY DROIDS

The Krath developed the war droid in the foundries of the planet Cinagar. They were designed to perform shock attacks, assaulting their enemy head-on. Subtlety and complicated tactics were not included in their programming.

Each war droid was cheaply produced and had limited intelligence. Its combat program was to identify and then attack the greatest threat first, eliminating the most powerful of its enemies before dispatching the next in line. This simple but effective approach required only minimal processing power and allowed the Krath to mass-produce the droids without great expense.

Krath war droids carried a short stabbing sword in their right claw for gutting enemies during close combat. The left claw was dedicated to a pulse-wave firing bow with attenuated induction spines. The bow itself was tough and could be used as a spear or spike if the pulse mechanism failed.



DROID SPECIFICATION

HEIGHT:	1.8 METRES
ACCESSORIES:	AUDITORY SENSORS
	* COGNITIVE MATRIX
	* FLEXIBLE LIMB JOINTS
	* GYRO BALANCE
	* PULSE-WAVE FIRING BOW
	* SHORT SWORD
	* THREAT-PRIORITIZING SENSORS
DESIGN:	KRATH
	CINAGAR FOUNDRIES

MIL10 3997 BBY

FIRST WAVE: The first use of Krath war droids was also the most infamous. The attack disrupted the sanctity of a Jedi meeting and succeeded in killing a number of the assembly, including senior members of the Order.

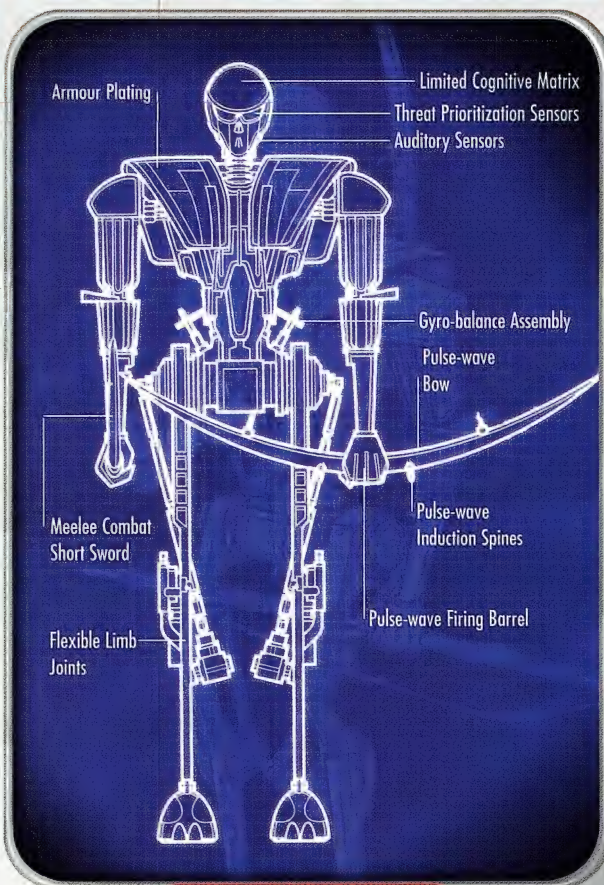


SITH AMBUSH

The Krath chose the great Jedi meeting on Deneba to test their new war machines in the field. Thousands of Jedi Knights and Masters had gathered for the assembly under the direction of their spokesman, Master Odan-Urr. The Krath had laid a trap in the midst of the Jedi in the form of sabotaged servant droids. As these began to attack the Jedi multitude, a Tetan corsair in orbit around the planet fired volleys of life pods to the surface. Each of them carried a brand-new war droid powered by Sith energy. Once the pods had hit the surface like flaming meteorites, the war droids emerged and charged en masse at the Jedi.

ONSLAUGHT

The droids opened fire with their bow weapons first, creating a deadly hail of fire. They then rushed in for close combat, using both their bows and swords. Many of the droids fell victim to the Jedi Master Arca Jeth, who used the Force to tug on their fragile circuitry, causing them to explode. Sadly, this ancient and learned Jedi was killed by a pulse from one of the war droids.



FRONT VIEW

> TARGETING SYSTEM: The war droids targeted powerful enemies first. This tactic was responsible for the deaths of experienced members of the Order during the Deneba ambush. Ulic Qel-Droma only survived thanks to his Master, Arca Jeth.



'WHAT ARE THOSE OBJECTS IN THE SKY?'

BASILISK WAR DROID

RESEMBLING GIANT INSECTS, THE BASILISK WAR DROIDS WERE THE AWESOME MOUNTS OF THE EQUALLY FORMIDABLE MANDALORIAN WARRIORS

PECULIAR-looking constructions bearing some resemblance to gigantic beetles, Basilisk war droids sported shockwave generators rather than mandibles and laser cannons instead of antennae. Wing-like armoured plates protected two pairs of high-boost engines.

There were various models of war droid for different tasks. A two-seater bomber sported a pilot and gunner while stealth variants had both light armament and supplementary engines. By far the most common version was the open-combat model with a balance of weaponry, shielding and engine power.

The open-combat variant was fitted with an impressive array of shockwave generator rods bundled at the front of the droid that, when fired, could emit a plasma burst so powerful it was able to puncture a starship's hull. Pulse-wave cannons and shatter-missile launch tubes were also effective in battle. In addition, the riders, who were notoriously tough warriors, secreted their own personal weapons about the droid.

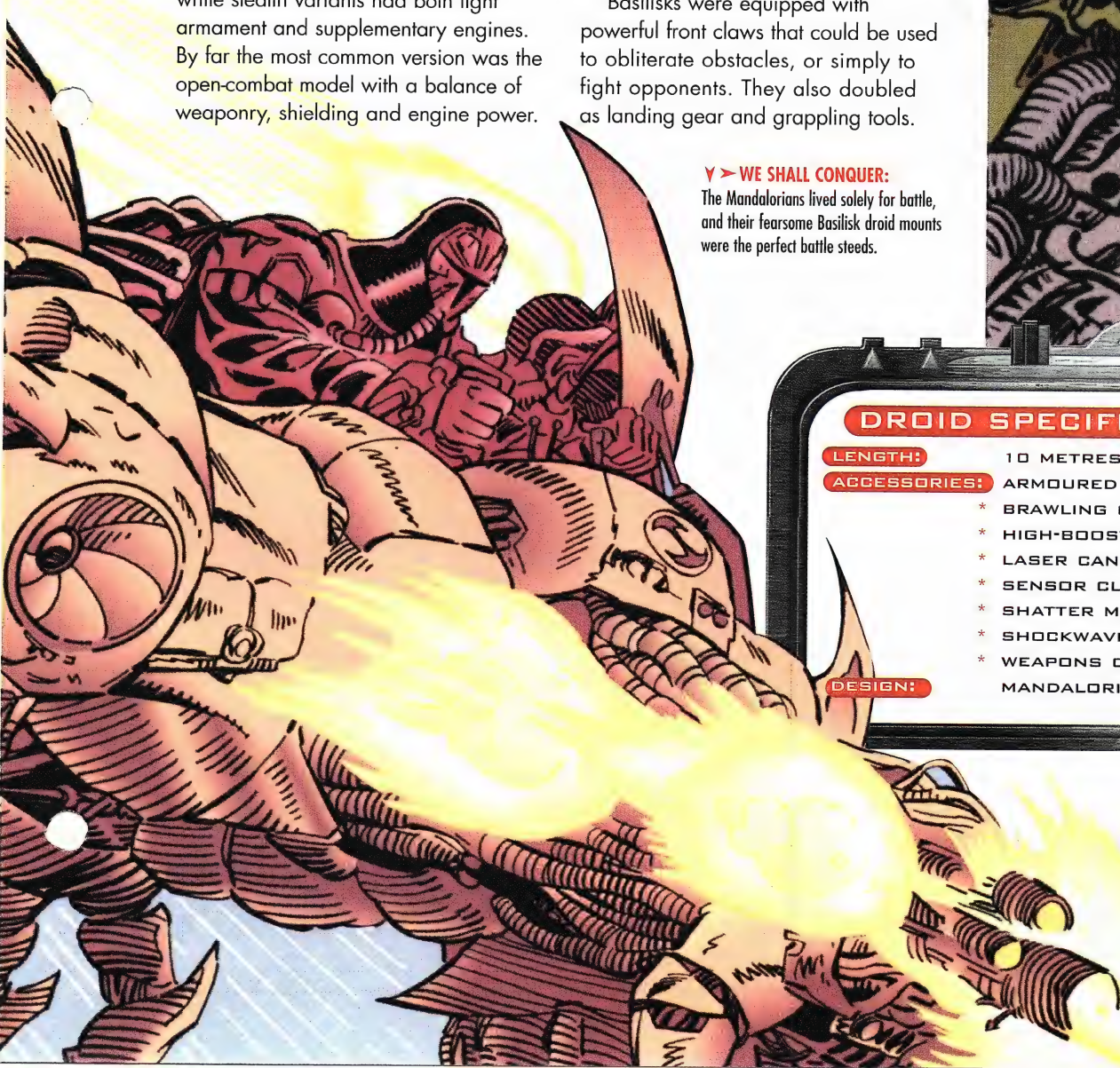
Basilisks were equipped with powerful front claws that could be used to obliterate obstacles, or simply to fight opponents. They also doubled as landing gear and grappling tools.

Y > WE SHALL CONQUER:

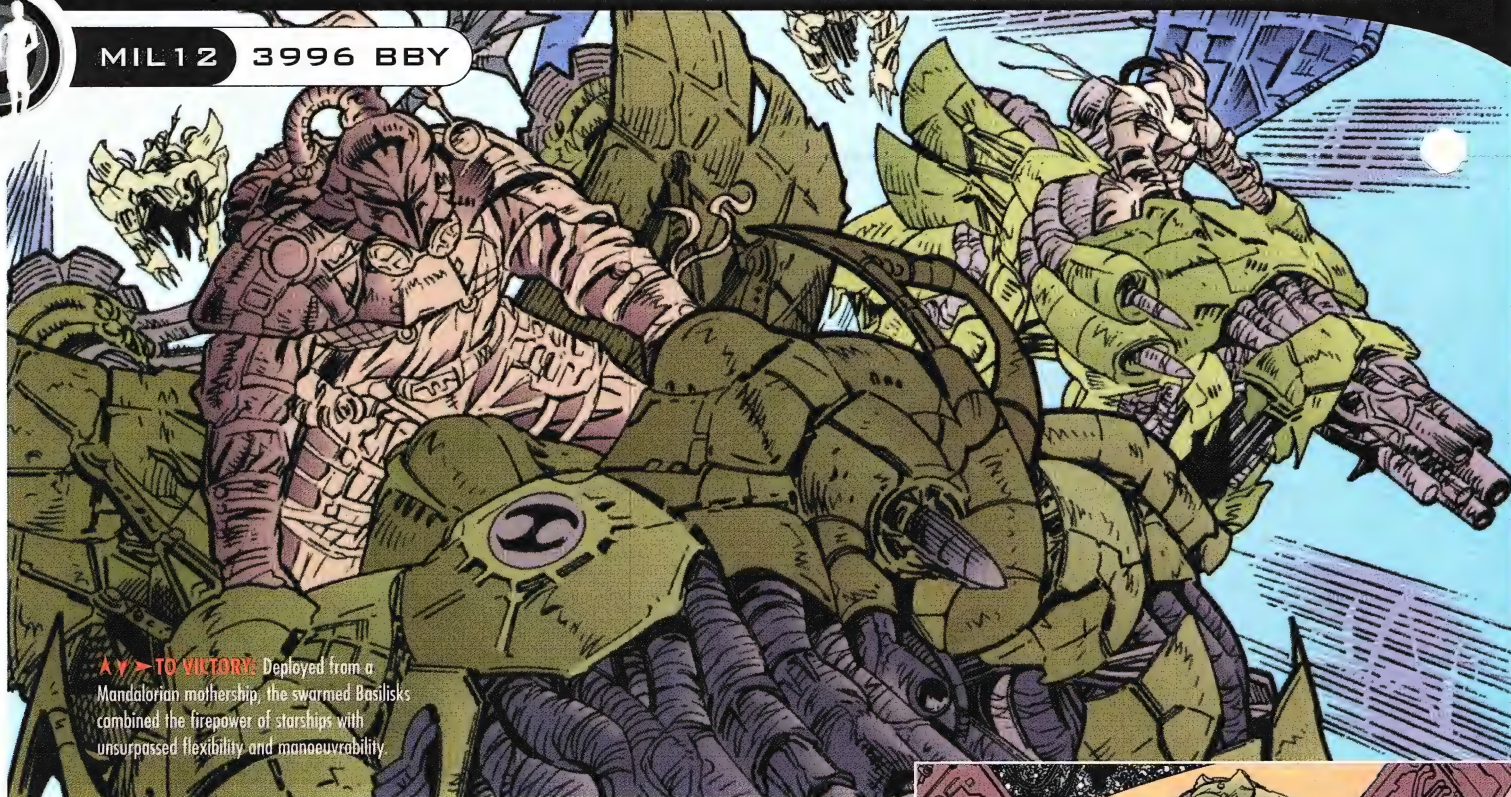
The Mandalorians lived solely for battle, and their fearsome Basilisk droid mounts were the perfect battle steeds.

DROID SPECIFICATION

LENGTH:	10 METRES
ACCESSORIES:	ARMoured WINGS * BRAWLING CLAWS * HIGH-BOOST ENGINES * LASER CANNONS * SENSOR CLUSTERS * SHATTER MISSILES * SHOCKWAVE GENERATOR * WEAPONS COMPARTMENTS
DESIGN:	MANDALORIAN



MIL12 3996 BBY



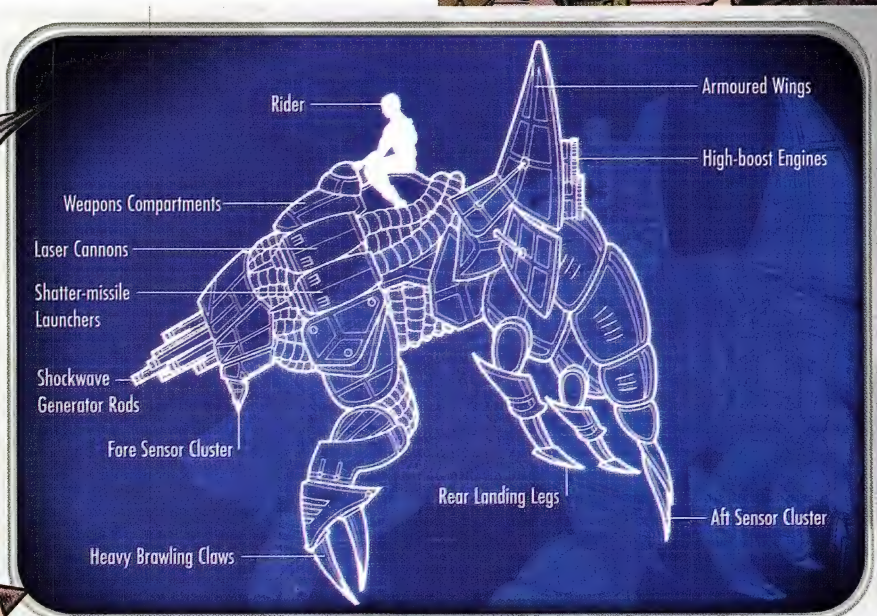
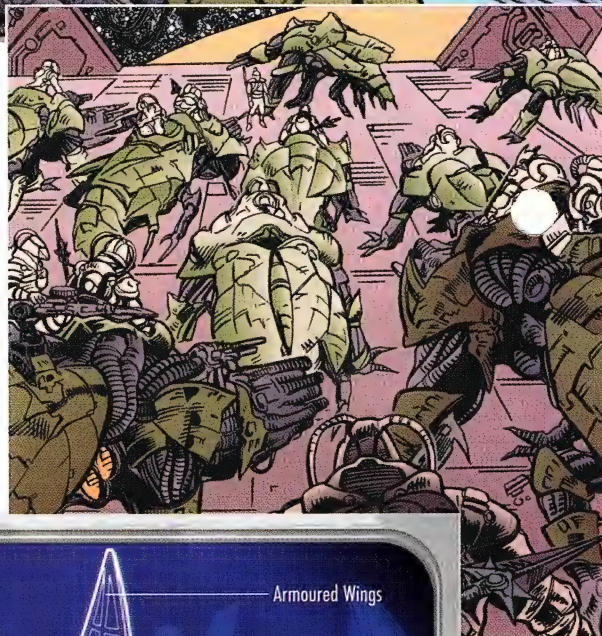
AY > TO VICTORY: Deployed from a Mandalorian mothership, the swarmed Basilisks combined the firepower of starships with unsurpassed flexibility and manoeuvrability.

SPACE CONQUERORS

All variants of Basilisk, with their Mandalorian riders, could function in deep space and, with their forward and aft sensor clusters, could scan for attack from all directions.

Like a Bantha attuned to its Tusken Raider owner, Basilisk war droids were companions to their riders and were fearless in combat. Programmed with only the rudimentary intelligence of a beast of burden, the Basilisk war droids were so attuned to their rider that the pair functioned as one in battle. The Mandalorians would spend years at a time away from their home planet on savage campaigns.

During these voyages, riders would live, fight and die with their Basilisk war droids, bonding more closely with each other in combat. The galaxy discovered the potency of these fighting teams when the Mandalorians conquered huge tracts of space during the ancient Sith War. Attacking in swarms like ferocious, fire-spitting insects, the Basilisks helped their masters overrun world after world. Although eventually defeated, the Mandalorians and their Basilisk mounts are still remembered in legend.



SIDE VIEW

'THE PRIME MINISTER EXPECTS YOU'

22 BBY KAM5

LAMA SU'S OFFICE

LOCATED AT THE NEXUS OF KAMINO CIVILIZATION,
THE OFFICE OF PRIME MINISTER LAMA SU WAS
THE VENUE FOR A SERIES OF MEETINGS THAT
SHAPED THE FUTURE OF THE GALAXY

THE largest city on the waterlogged world of Kamino, Tipoca City is also the planet's capital and home to Kamino's political leaders. Foremost among these was their one-time prime minister – Lama Su – a male Kaminoan. His sex was apparent to other species only from the single crest that rose from his brow and swept to the back of his head.

Tipoca City consists of a series of elongated, almost saucer-shaped domes that stand on stilts, high above the planet's turbulent oceans. Lama Su's office was located in the most prominent of these domes – as befitted his status and authority. It was also just a short walk from the landing platform where the Jedi Obi-Wan Kenobi set down his starfighter shortly after arriving in the Kamino star system.

The main work of the Kaminoans is the production of clones, and this was also the primary concern of Lama Su. It was for this reason that his office was situated very close to the planet's main cloning facility. This proximity made it easy for him to monitor and inspect the work of his fellow beings as they tirelessly sought to grow, educate and train the greatest clone army they had ever created.

JEDI MEETINGS

Over the years, Lama Su's office was home to some of the most incongruous yet defining meetings in recent galactic history. It was here that a mysterious figure claiming to be Jedi Master Sifo-Dyas first initiated the construction of

the clone army, not long after the famous Battle of Naboo. It was also here that Jango Fett formally agreed to become the host for this army, that Obi-Wan Kenobi first learnt about the army's existence and where Yoda – on behalf of the Jedi Council – gave the order for the army to go into action on Geonosis.

CIRCLE OF LIGHT

Lama Su's office took the minimalist design and architecture of Tipoca City to its logical conclusion. Although not particularly large, it appeared so because it looked – at least to an off-worlder – peculiarly uncluttered, even spartan.

Roughly circular, the room's walls consisted of a series of identical, sunken alcoves. Each of these comprised a curved panel topped by windows that, at least during Obi-Wan Kenobi's visit, were

<CLONE MASTER:

From his deceptively simple-looking office in Tipoca City, the Kaminoan Prime Minister, Lama Su, controlled the workings of the most advanced clone facility in the galaxy. The bright office reflected the Kaminoan obsession with cleanliness and scientific advance.





< AAND NOW TO BUSINESS: Not a room designed for lengthy discussions, Lama Su's office was the scene of many meetings crucial to the fate of the galaxy. It was here that Obi-Wan Kenobi discovered that a clone army had been created, apparently on the orders of Jedi Master Sifo-Dyas.

illuminated by the brightest of synthetic lights.

OCEAN VIEW

When Lama Su was not attending to visitors, these windows were extremely useful. He used them to observe movements throughout the city, to hold holo-conferences with senior officials and to watch the oceans of Kamino itself – a view that no Kaminoan ever seems to tire of.

SITTING UNCOMFORTABLY

The only furniture in Lama Su's office were its chairs which, predictably, reflected the rest of the room's design. Certainly not created for human comfort, the chairs were high-backed, the seats consisting of forbidding pools of light that prohibited those seated in them from leaning back. Instead, their occupants

were forced to perch, precariously, on the seat's lip.

When describing Kaminoans, words such as graceful, aloof, even distant spring to mind. The inhabitants of the planet almost seem to be abstracted from their physical reality, unaware of the seismic events in which they played such a significant part, and unwilling to sully themselves by using their bodies to manipulate their environment.

This was reflected in Lama Su's office, where the entire room was attuned to his every gesture and motion. A movement of his hand caused a chair to float down from the ceiling for Obi-Wan to sit in, while other signals could be used to initiate Kamino's planetary defence systems or issue instructions. Lama Su's simple-looking office was, without doubt, the nerve centre of the planet.

WE COUNT 30 REBEL SHIPS. LORD VADER. BUT THEY'RE SO SMALL. THEY'RE EVADING OUR TURBOLASERS!!

27 ABY TUR I



TAIM & BAK XX-9 IMPERIAL TURBOLASERS

TURBOLASERS, THE MOST COMMON LARGE-SCALE ENERGY WEAPONS IN USE ABOARD CAPITAL SHIPS, ARE DESIGNED TO PUNCH THROUGH THE SHIELDS AND THICK ARMOUR PLATING OF MODERN WARSHIPS

EXTREMELY effective against shielded, lightly armoured starfighters, the two-stage super-charged laser cannon known as a turbolaser produces an intense energy beam with incredible destructive force. This type of weapon requires an immense amount of power. Due to the time needed to build up its energy supply, it has a lower rate of fire than a normal laser, though it delivers a more lethal punch.

In the days of the Old Republic, a corporation on Rohana engineered the Self-Propelled Heavy Artillery-

Turbolaser, or SPHAT. Its turbolaser assembly was designed first and, as the most power-intensive system, it dictated design specifications. The prolonged blast stream of this early turbolaser necessitated a gargantuan reactor core, while power and support equipment requirements were far too robust for use aboard large starships.

The Empire saw other uses for this design, however, creating the AT-AT, the AT-ST and other powerful transport walkers.

DESTROYER OF CITIES

Turbolaser technology continued to grow, and Emperor Palpatine took full advantage of its advances. Since turbolasers are powerful enough to target planetary surfaces for ground bombardment, Imperial Star Destroyers were filled with banks of the deadly weapons. Many a seditious planet learned its lesson after an ISD attack left behind vast areas of slagged rubble where once stood entire cities.

The model most often used aboard ISDs was the Taim & Bak XX-9 heavy turbolaser, which delivered sustained energy volleys through computerized fire-control systems capable of devastating most ship classes. The XX-9 utilized servo-actuated turrets mounted outside the ship, protected by a metre of quadanium steel hull plating, with crew stations and the main turbine located inside the ship. Imperial Star Destroyers employed 60 such turbolasers, making them among the deadliest vessels in the galaxy.

In time, the Empire expanded the potential of turbolaser technology to terrifying proportions. Conceived by Geonosian engineers and later refined by scientists at Maw Installation,

Governor Wilhuff Tarkin's Death Star project was designed to blow up entire planets. The space station's eight turbolaser towers produced beams of super-charged energy, converging at a central nexus before a massive

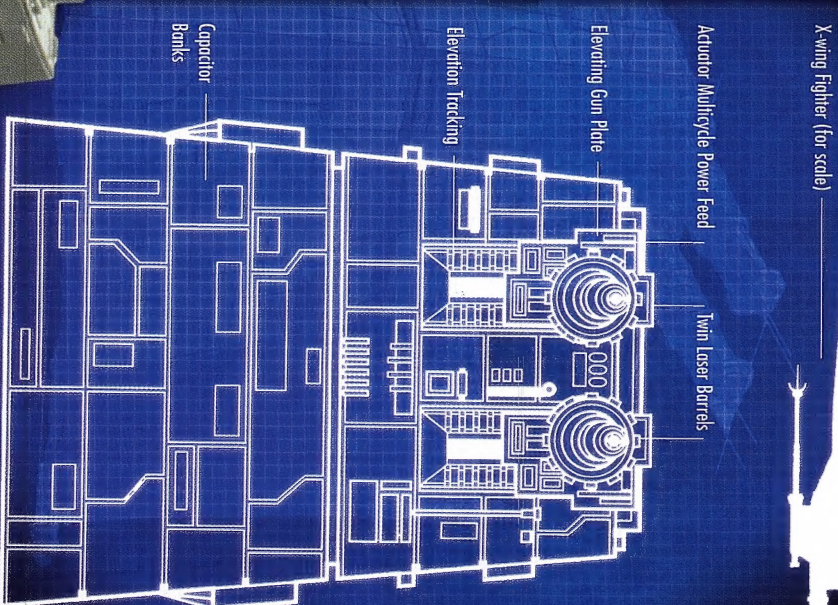
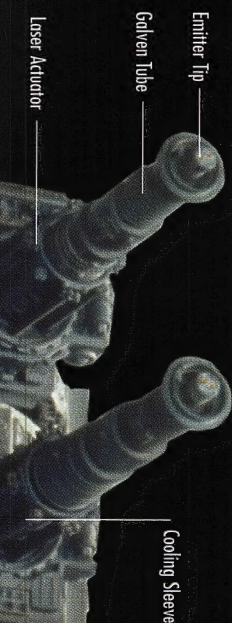
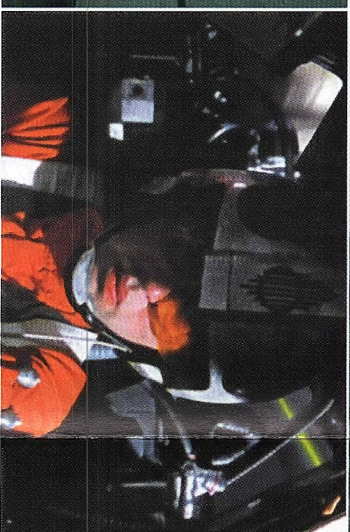
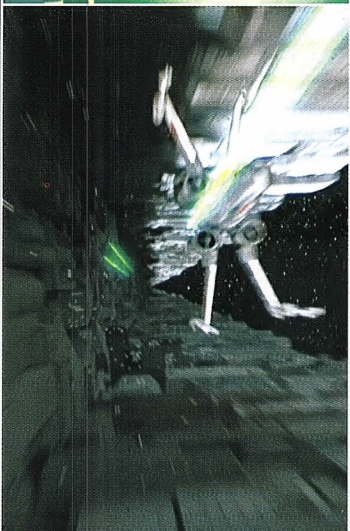
amplifying focal lens to create a single 'superlaser' of unprecedented power. Although the Rebels destroyed the first Death Star, the Empire – having already invested billions of credits in the project – continued to refine superlaser technology. Other 'super-weapons' included the second Death Star, the Galaxy Gun, the Sun Crusher, the World Devastator, the Tarkin and the DarkSaber.

Turbolaser possession was heavily restricted under Imperial law. Following Palpatine's defeat and the fall of the Empire, the New Republic has maintained similar restrictions, fearful of what could happen should those with dangerous aspirations obtain such deadly weapons. Much to the President's frustration, however, black-marketeering thrives even more hardly in a democracy than under a dictator. Thus, mercenaries, pirates and smugglers have found creative ways around the new regulations, as they did during Imperial control. Even the famed *Millennium Falcon* boasts numerous 'special modifications', including a weaponry upgrade to Imperial-class quad-turbolaser turrets.



Y THIS IS IT: When the Rebels made their attack on the first Death Star, the weapon's awesome destructive power made it imperative that the mission succeed. Needless to say, all the Rebel fighters involved in the attack had to run the gauntlet of the Death Star's lasers.

Y SHOT DOWN: Many fighters were lost in the assault on the Death Star, but the casualties were few in comparison to what might have occurred had Luke Skywalker not managed to deliver the fatal shot to its reactor core.



FRONT VIEW

Y LASER MAINTENANCE: Turbolaser technology is extremely complicated, necessitating intensive maintenance. Frequent replacement of the cooling sleeve components, gunbarrel circuits and energization crystals is vital in order to maintain optimized systems. If even one of these components burns out, the entire system is knocked off-line. Even worse, a critical failure can cause an explosive overload that could not only destroy the weapon but easily kill a vessel's entire crew.

Y PLASMA: Imperial turbolaser technology uses intensely focused lasers to energize compact pockets of Titanium gas until the weak molecular bonds of the gas break down. Once that occurs, a second beam of photons is introduced. This excites the free molecules to such a high temperature that the electrons on the individual atoms break away and the gas becomes plasma. These pockets of plasma are retained in a small magnetic bottle at the base of the turbolaser barrel, until the moment the weapon discharges.



TIBANNA - FUELLING THE FIRE

THE LIFELOOD OF THE TURBOLASER IS THE EXOTIC GAS
TIBANNA, A NATURALLY OCCURRING COMPOUND FORGED IN
THE DEEP LAYERS OF BESPIN AND SIMILAR GAS GIANTS

THE energy beam of a turbolaser enters the weapon's main actuator and interacts with a stream of energized blaster gas. The result is a blast with intense destructive power. With the barrel's galven coils focusing the beam, the resultant range is double or triple that of conventional laser cannons. In a uniquely brilliant application of this concept, the Nebulon-B frigate *Far Orbit* – the first Rebel privateer to attack the Imperial Core Worlds – had its turbolasers hardwired into the ship's reactor, providing nearly unlimited firepower as long as the supplies of blaster gas held out. The results were quite devastating to the Empire, inspiring others to take up the cause.

The mechanism of a turbolaser is not at all dissimilar to that of a hand blaster. When a blaster is fired, a small volume of high-energy gas moves from the gas chamber to a conversion enabler, commonly called an XCiter. There, energy from the weapon's power source excites the gas. In the case of handheld weapons, this is achieved with a small power pack, while a reactor or power generator is necessary with larger weapons. The excited gas passes into an actuating blaster module, where it is processed into a beam of intense energy particles, coupled with light.

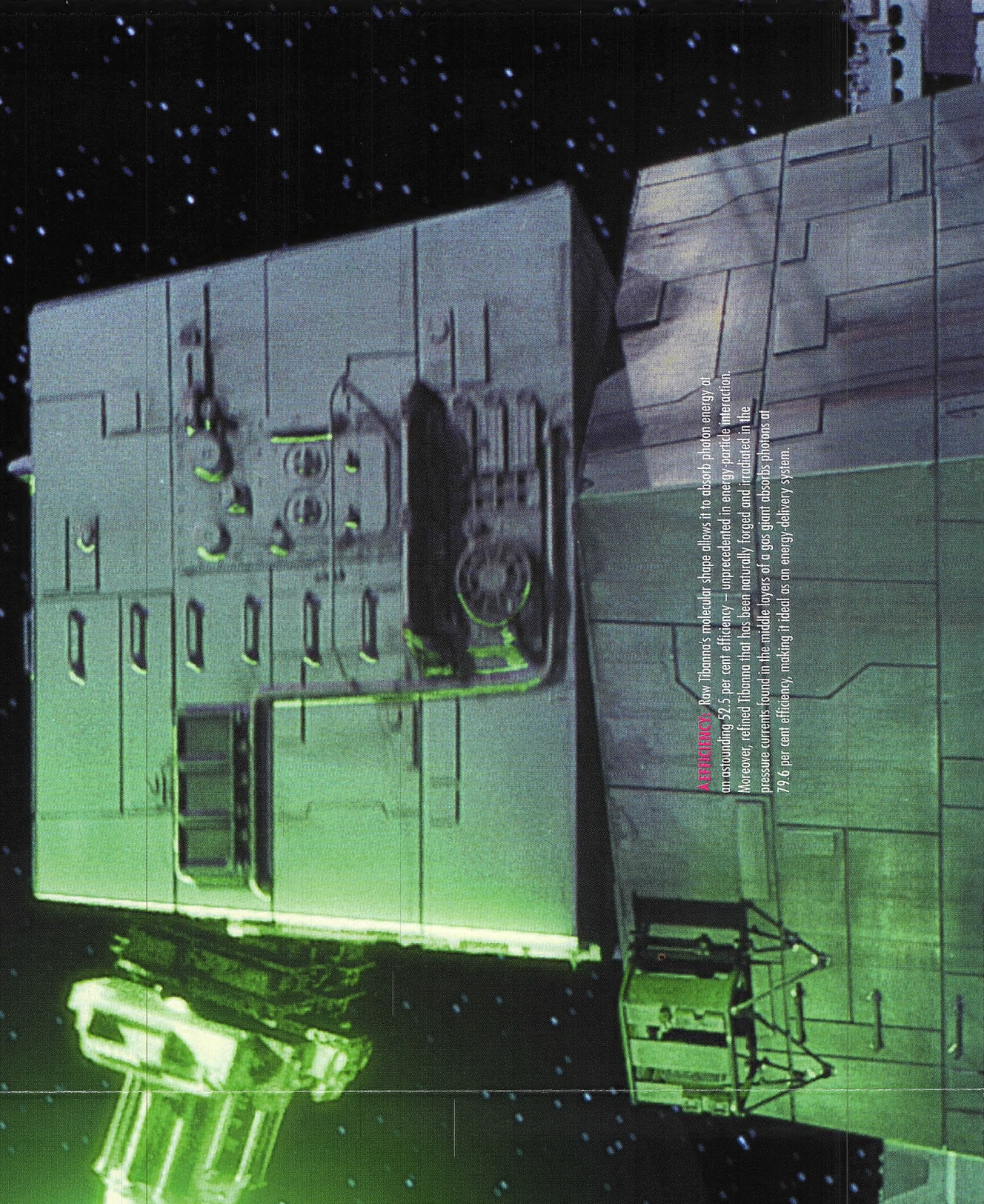


ABOLISH OF COLOUR: At the point of discharge, the magnetic seal at the mouth of the containment chamber releases, and a ring pulse guides and accelerates the excited atoms along the barrel and out of the apparatus. The visible effect is a condensed bolt of green, glowing plasma, directed at high velocities (although nowhere near the speed of light) toward a target. Less refined or impure Tibanna will yield different colour bolts, ranging anywhere from red to blue to green.

< COOLING SYSTEM: In turbolasers, this process is duplicated on a much larger scale and, as with blasters, it generates a tremendous amount of waste heat. To circumvent the problem and to prevent accidental explosions or fires, turbolasers are constructed with built-in cooling systems. The Tam & Bok XX-9, for example, has three cryosystems, consisting of a cooling sleeve within each laser barrel and a larger cooling unit behind the last actuator.



< AT THE POWER OF LIGHT: Like most energy weapons, turbolasers fire invisible energy beams at lightspeed. The 'bolt effect' seen when a turbolaser is fired is actually a glowing pulse that travels along the beam at less than lightspeed. The light emitted by such bolts depletes the overall energy content of a beam, limiting its range. Thus, turbolasers gain a longer range by spinning the energy beam, reducing waste glow.



ATTEMPT: Raw Tibanna's molecular shape allows it to absorb photon energy at an astounding 52.5 per cent efficiency – unprecedented in energy-particle interaction. Moreover, refined Tibanna that has been naturally forged and irradiated in the pressure currents found in the middle layers of a gas giant absorbs photons at 79.6 per cent efficiency, making it ideal as an energy-delivery system.



AAA-9 STARFREIGHTER

IN THE LEAD UP TO THE CLONE WARS, MILLIONS OF REPUBLIC CITIZENS

WERE DISPLACED BY ECONOMIC AND NATURAL UPHEAVALS. MANY

MIGRATED TO OTHER WORLDS ABOARD MASSIVE STARFREIGHTERS

THE AAA-9 starfreighter was one of many workhorse space vessels that served across the entirety of the galaxy in the era of the Old Republic. The ship was a common sight at the bustling starports of the Republic's capital, Coruscant. One of the largest freighter designs in production at that time, the AAA-9 was originally constructed to carry bulk goods, liquid tankage and standard inert cargo. But during the troubled years of Chancellor Palpatine's early rule, such ships were often retrofitted into passenger vessels.

COLD COMFORT

Starfreighters refitted in this manner could handle up to 30,000 beings in their holds, but the cargo areas were often quickly – and inadequately – upgraded to accommodate passengers with only basic facilities and a handful of service droids to prepare food and maintain hygiene. There was no first-class or executive accommodation on board, no cabins or private areas beyond the open barracks-type sleeping spaces. AAA-9s had only one class for their passengers – steerage.

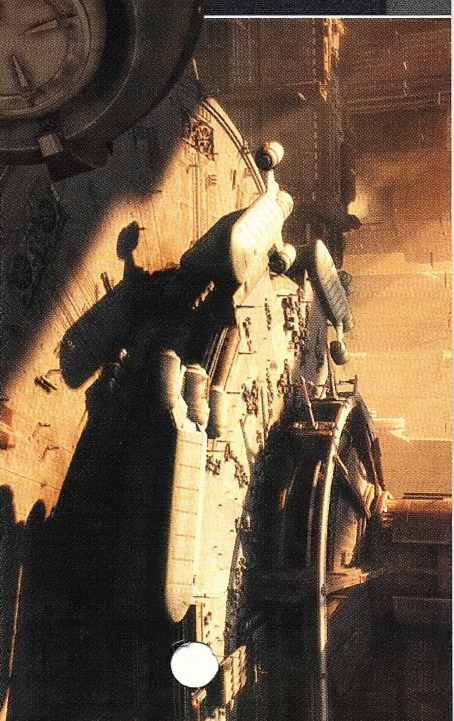
The modification of many AAA-9 starfreighters into passenger transports was a side effect of the disruption occurring throughout much of the Republic, which forcibly shifted the populations of many worlds. As whole sectors of the Galactic Republic seceded from the Senate, people who maintained their citizenship became refugees, compelled to find new places to live. At the galactic hub, the city-world of Coruscant was a destination for many of these displaced beings, and the customs and entry processing stations at the planet's major starports were often crowded with them.

As the separatists strengthened their position, the sudden influx of immigrants frequently caused local unrest, as well as cultural disputes and disease outbreaks. Consequently, Coruscant's immigration committees began to tighten petitions for asylum, and many refugees were forced to seek safe haven on other worlds. Some planets on the Mid Rim, such as Naboo, Monastery and

Kalarba, relaxed their immigration requirements, and generously allowed many beings to resettle on their worlds. Naboo's government headed the Refugee Relief Movement organization, helping to relocate many homeless citizens.



AA HASTY REEF: It was the many millions of refugees, created by Galactic upheavals that prompted the operators of the AAA-9s to convert the freighters into passenger ships. Facilities on board these refitted vessels were basic at best, and passengers often had to make do with the most austere traveling conditions.



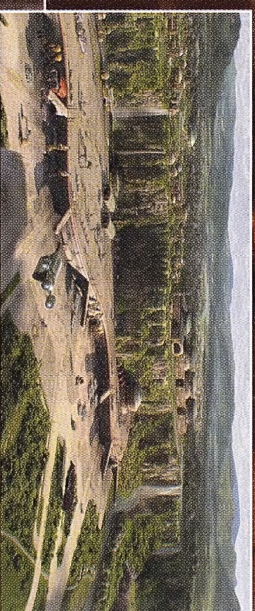
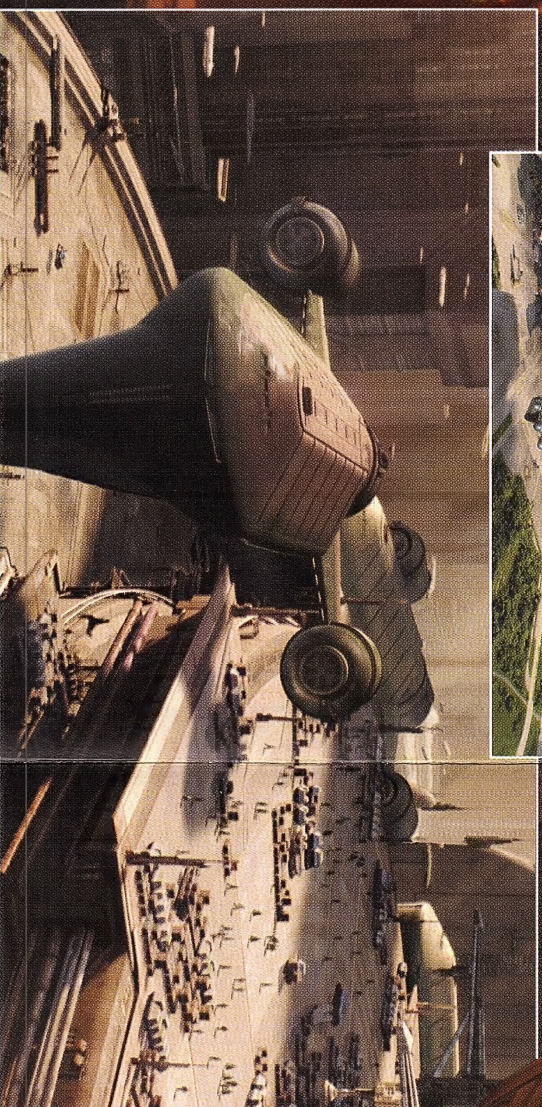
CARGO HATCHES: The former function of the AAA-9 as a bulk cargo transport ship could still be seen in the large hatches arranged along the dorsal hull of the fuselage and across the ship's keel. For heavy freight stocks, these would typically be opened to allow quick and easy loading.

COMMAND DECK

The bridge of the AAA-9 Starfreighter was situated at the very bow of the starship. This gave the flight crew a broad, unobstructed view of space during interplanetary travel, allowing them to manage the movement of the craft precisely during docking operations.

BOARDING RAMPS

Unlike many conventional starships, the AAA-9 did not allow crew and passengers to embark from drop-down ramps on the ventral hull. Typically, these freighters were boarded at the mid-deck level while floating on repulsorlifts at a terminal. In this mode, they looked like ocean-going liners at seaports on water worlds.



AA-9 STARFREIGHTER

WHEN SENATOR AMIDALA LEFT CORUSCANT FOR THE SAFETY OF NABOO, SHE TRAVELLED ON A CONVERTED STARFREIGHTER

As well as refugees, the AA-9 starfreighters often transported migrant workers, known as 'freighter trampers', who would travel up and down the star lanes in search of transient employment. Steerage overseers were frequently employed by Starfreighter captains to patrol the packed holds of the ships, watching for any signs of trouble. Overseers would be armed with concealed stun batons, and they were granted the authority to strand wrongdoers on the planets of any star system en route, with no transit fee refund.

THE JOURNEY HOME

Following the attempt on Senator Padmé Amidala's life on Coruscant, Jedi Padawan Anakin Skywalker accompanied her back to her home planet of Naboo for safety.

Travelling among several groups of refugees and outland peasants, some departing Coruscant itself and others escaping a supernova that threatened their star system, Skywalker and the Senator were able to make the voyage without alerting the

REFUGEES: Coruscant freighters often became the temporary home for a range of the galaxy's displaced.

assassins targeting Amidala. To assist the pair, the astromech droid R2-D2 was assigned to Anakin's mission. Their journey was made aboard an AA-9 starfreighter called *The Jendirian Valley* – a ship registered to a Naboo transportation guild and named after an area of great natural beauty outside the city of Theed.

A TRIAD DRIVE ARRAY:

Like many ships from the era of the Galactic Republic, the AA-9 starfreighter mounted a trio of sublight engines along the aft dorsal quadrant of the spare frame. Similar designs can be seen in ships such as the *Resolute*-class Republic Cruiser and the transport vessel used by Chancellor Palpatine during his visit to Naboo.

VEHICLES

22 BBY FRE2

CATERING: The food offered on the freighters was of the most basic kind. Served by cook droids, it used simple and universal ingredients to ensure that a large majority of passengers would find it edible.

LIVING QUARTERS: With as many as 30,000 passengers on board a single vessel, living quarters inside the freighters were cramped and often uncomfortable. Occasional passengers such as Padmé and Anakin were often housed side-by-side with the freighter trampers who regularly used the ships to travel the galaxy in search of work.

STEERAGE OVERSEERS: In order to deal with any overly rowdy passengers, steerage overseers were appointed by the freighter operators. These officials were given the authority to force troublemakers to disembark on any world that the freighter might be passing.

VEHICLE SPECIFICATION

DESIGN: AA-9 STARFREIGHTER
LENGTH: 1,290 METRES
PASSENGERS: UP TO 30,000
AFFILIATION: NUMEROUS SHIPPING LINES AND OWNERS

TOP VIEW

FRONT VIEW